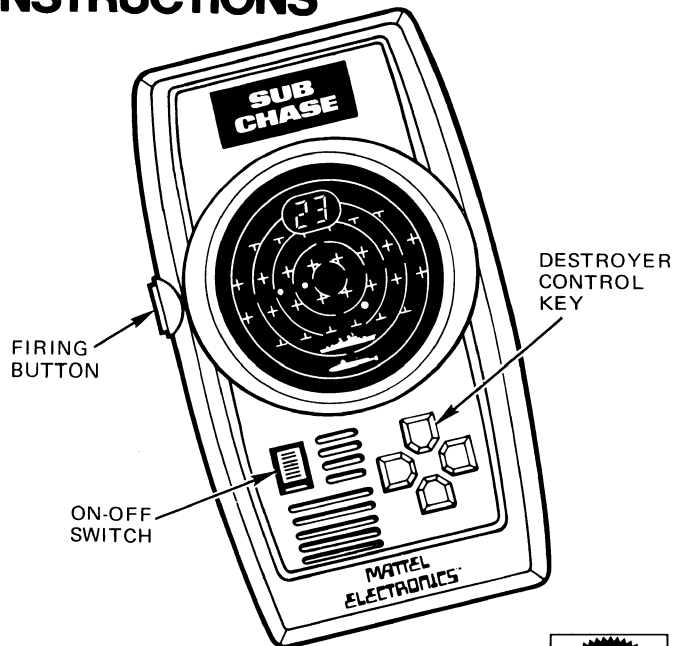


MATTEL ELECTRONICS™

SUB CHASE™

INSTRUCTIONS



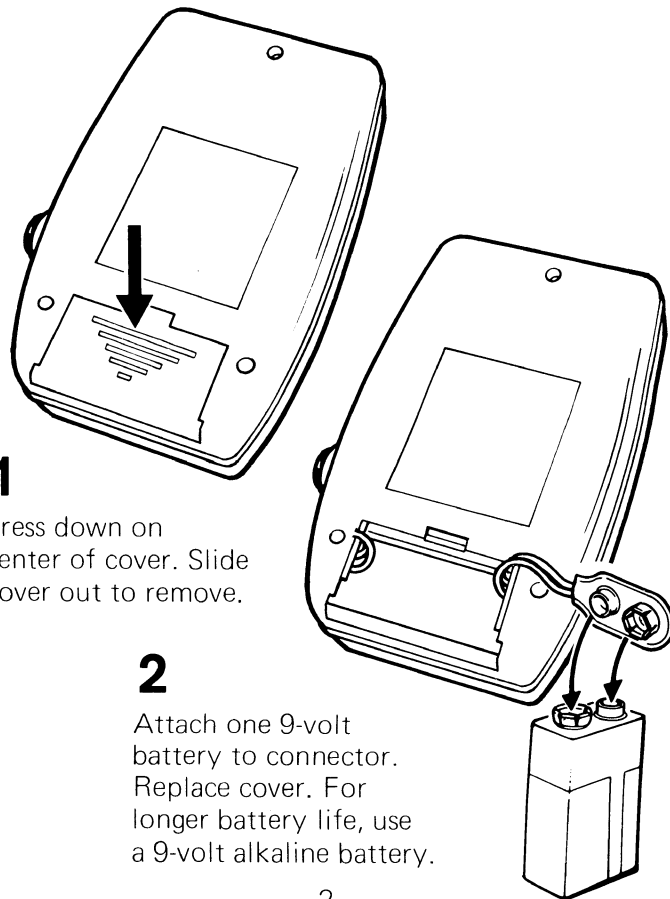
- Real battle competition
- The skill of real play
- The latest micro-electronics

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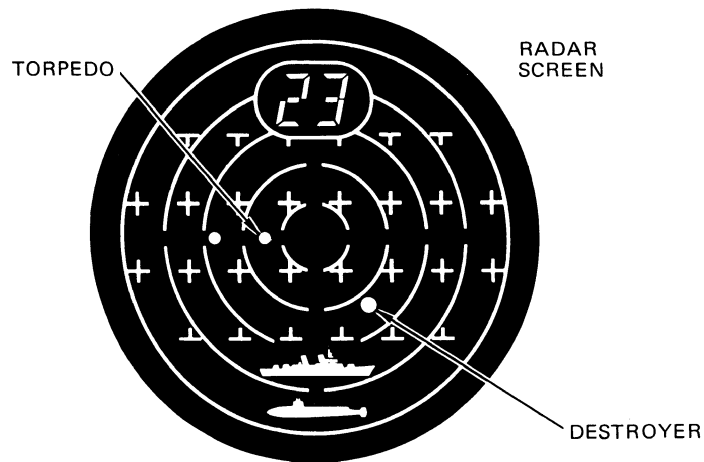
HOW TO ATTACH THE BATTERY



2

SUB CHASE

Your destroyer is roving the seas in pursuit of an enemy submarine. You can't see the sub, but sensitive equipment aboard your ship is able to detect sound waves produced by the sub deep beneath the waters. A beeping sound grows faster as your search brings you closer to the enemy. You're almost directly above him now, ready to drop your depth charge — watch out! He's fired a round of torpedoes and they're headed directly for your port side! You'd better get out of there, fast!



THE PLAYERS

Fun And Suspense For One Or More Players

One, two, or more can play SUB CHASE. Just keep track of the score for each player while you test your "pursuit-and-destroy" skills against each other.

THE CONTROL KEYS

FIRE BUTTON

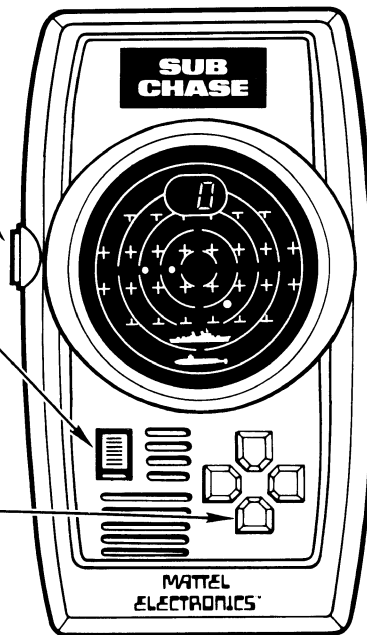
When you think you're in position to score a hit, press this button.

POWER SWITCH

To start game, push switch up to ON position. Be sure to switch to OFF when finished playing.

ACTION KEYS

Use these arrow keys to steer your destroyer, up, down, right or left.

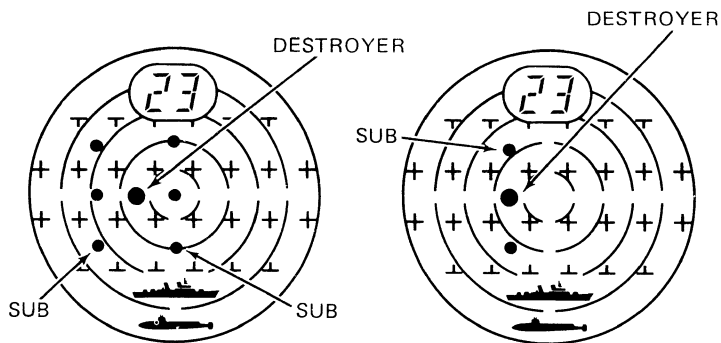


HOW TO PLAY THE GAME

Turn game ON.

A small dot will appear on the screen. This is your destroyer. Your objective is to destroy as many subs as you can with the 30 depth charges you have for the game.

You maneuver your destroyer by pressing the directional arrow keys. When you hear a slow beeping sound, it means you are approaching the sub and it is located on one side or the other of your destroyer. If the beeping sound is faster, the sub is either directly beneath your destroyer or in the area above or below your destroyer's position on the screen.



SLOW BEEPING SOUND . . .
SUB ON EITHER SIDE
OF DESTROYER

FASTER BEEPING SOUND . . .
SUB IS EITHER ABOVE,
BELOW OR UNDER DESTROYER

You launch your attack by pressing the FIRE button. A direct hit on the first try is worth 5 points. A hit on the second try scores 3 points. A hit on the third try is worth 2 points, and four or more tries counts as 1 point. Your cumulative score will flash on the screen. If you score a hit, you will hear a distinctive "sinking" sound (fast, steady beep). A miss will result in a short "tune."

If you miss, continue to search for the sub. When you sink a sub, another one will be programmed into the game at a new location, moving in an unknown direction. Continue play until you use all 30 of your depth charges.

Beware! The submarine can fight back by firing torpedoes — one or two dots moving rapidly across the screen in either direction. These will appear at random — you must move your destroyer out of their path — if you get hit, the game is over (and you will hear a short "tune").

When the game ends your total score will show on the screen. To start a new game, move POWER SWITCH to OFF and back to ON.

CARE OF YOUR GAME

Treat your SUB CHASE with care.

- Don't drop it or get it wet or dirty.
- Don't leave it out in the hot sun.

IMPORTANT NOTICE

Should the display lights begin to malfunction, this is the first sign of battery wear. A NEW battery should solve the problem. For longer battery life use a 9 volt Alkaline battery.

www.handheldmuseum.com

90-DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day warranty period the game will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

Units returned after the 90-day warranty period has expired, will be repaired or replaced with a reconditioned model of equivalent quality (at our option) for a service charge of \$10. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE-OF-PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the arrangements described below.

1 Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.

2 Carefully print on the box or carton the following name and address: **MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250.** Also, don't forget to show your return address.

3 Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date-of-purchase, do all of the above plus enclose your check or money order for \$10.00 as payment for the repair service.